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VALHALLA: BEFORE THE WAR DEMO FREE WITH THIS ISSUE

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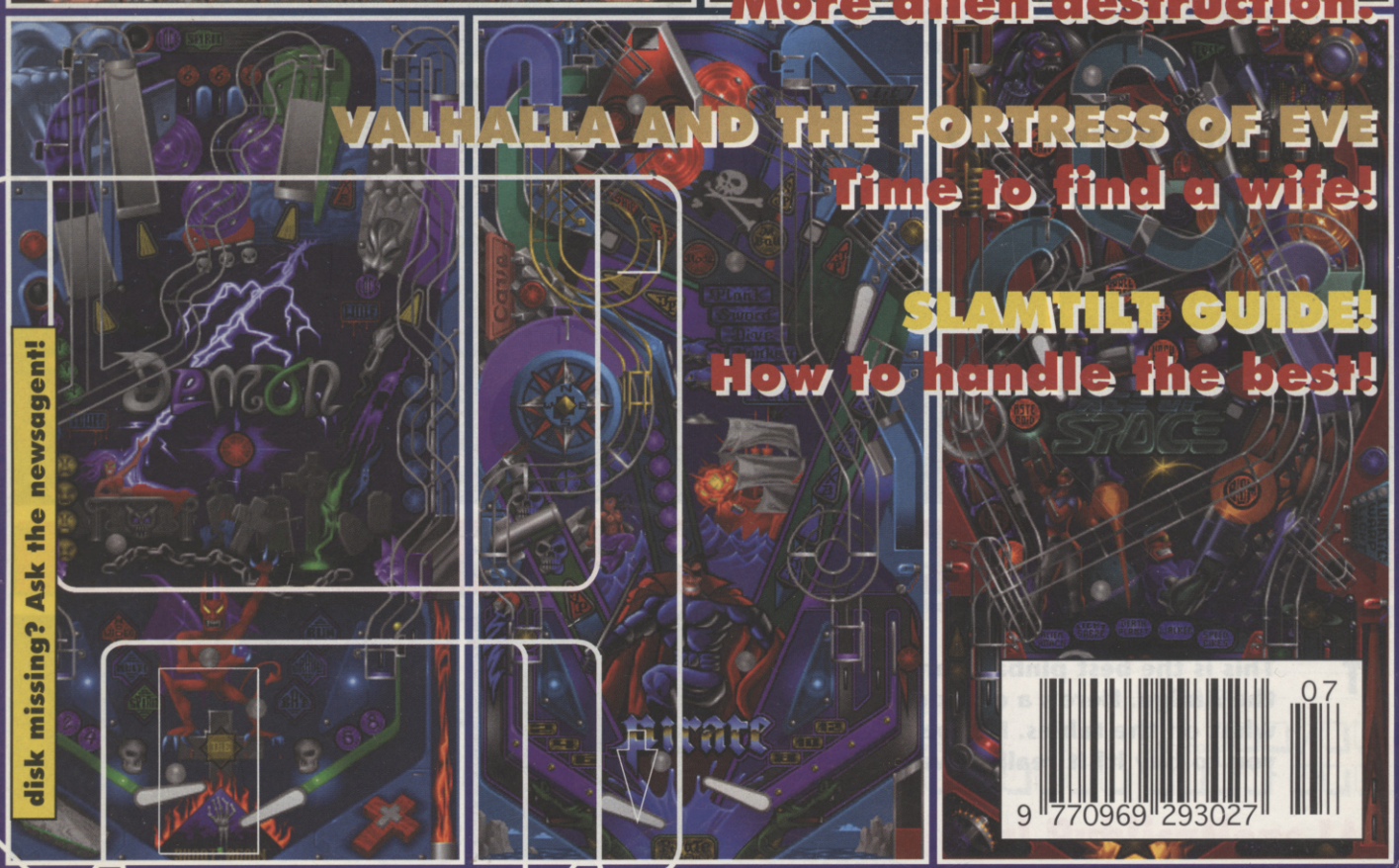
THE CHAOS ENGINE 2
The Bitmap Bros are back!

ALIEN BREED 3D 2
More alien destruction.

VALHALLA AND THE FORTRESS OF EVE
Time to find a wife!

SLAMTILT GUIDE!
How to handle the best!



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CONTENTS

JULY 1996

THOSE EARLY BITS

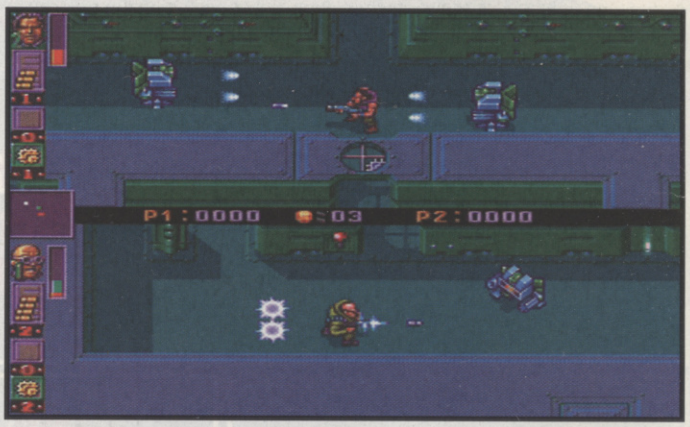
06 **BOOT SECTOR**
This month we bring you a rather excellent demo of the second in the Valhalla (soon to be) trilogy, Valhalla before the war. This should give you some idea of what to expect from their latest offering previewed on page 10

PREVIEWS

08 **CHAOS ENGINE 2**
The Bitmap Bros are back. This follow up to the award winning Chaos Engine looks set to be something pretty special. Find out more in our preview.

10 **VALHALLA AND THE FORTRESS OF EVE**
Yet another offering from Vulcan software, This is a follow up to the two stunning speech adventures Valhalla and the lord of infinity, and Valhalla before the war (our demo).

12 **ALIEN BREED 3D 2**
It's another sequel, or it will be when it's finished. This time it's an improvement by Team 17 on the great Alien Breed 3D.



GUIDE SPECIALS

14 **SLAMTILT**
This is the best pinball game of all time on the Amiga. Here's a quick guide to what's what on the tables. Maybe this'll convince you to buy it! It really is very good!

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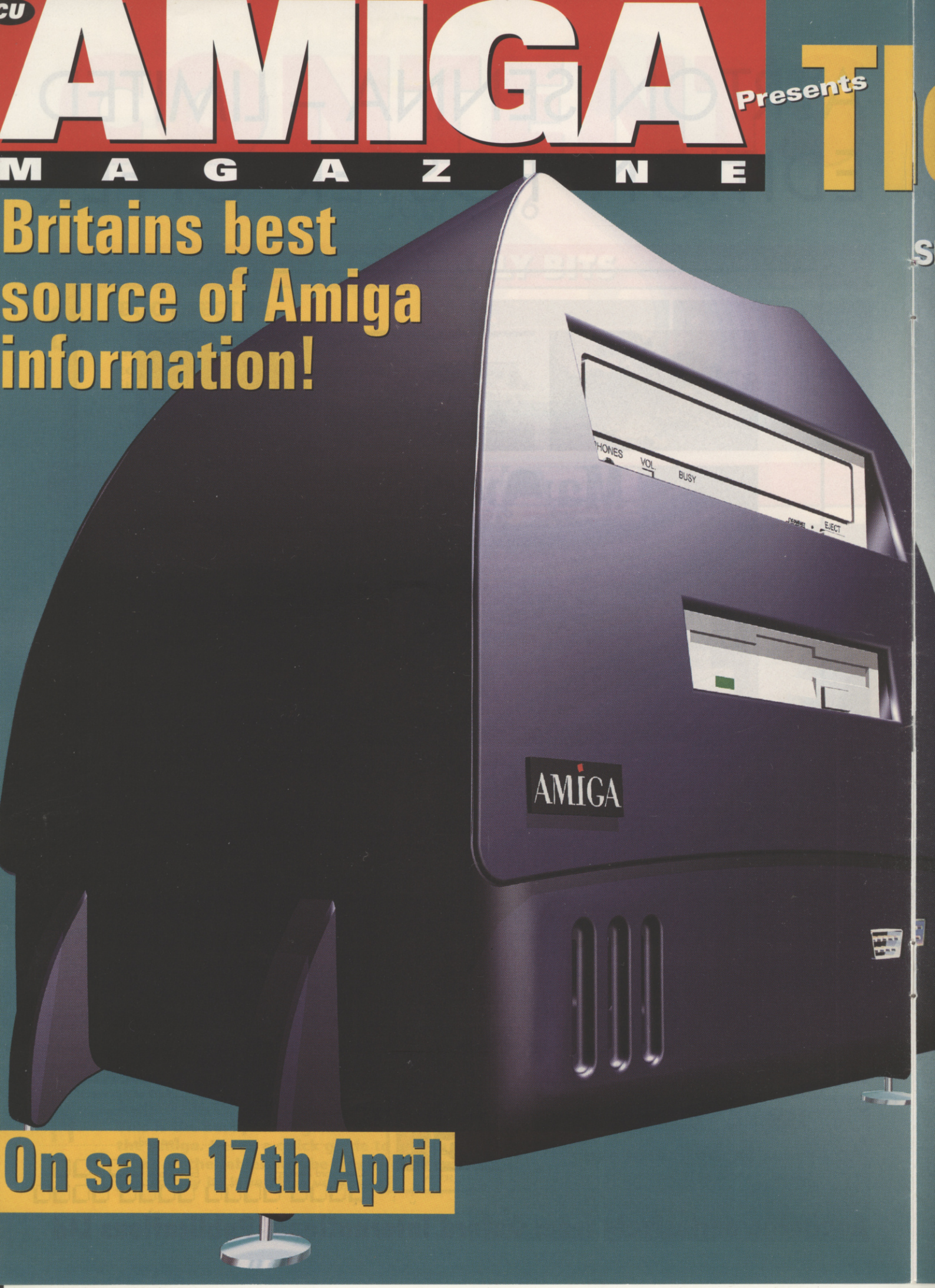
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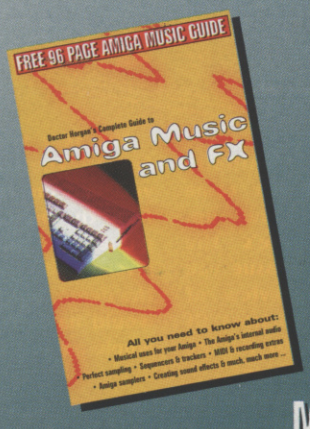

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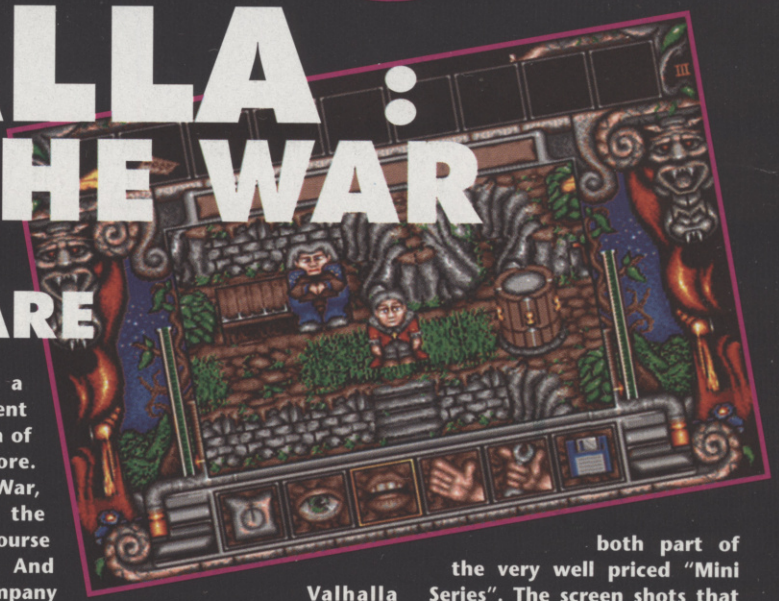
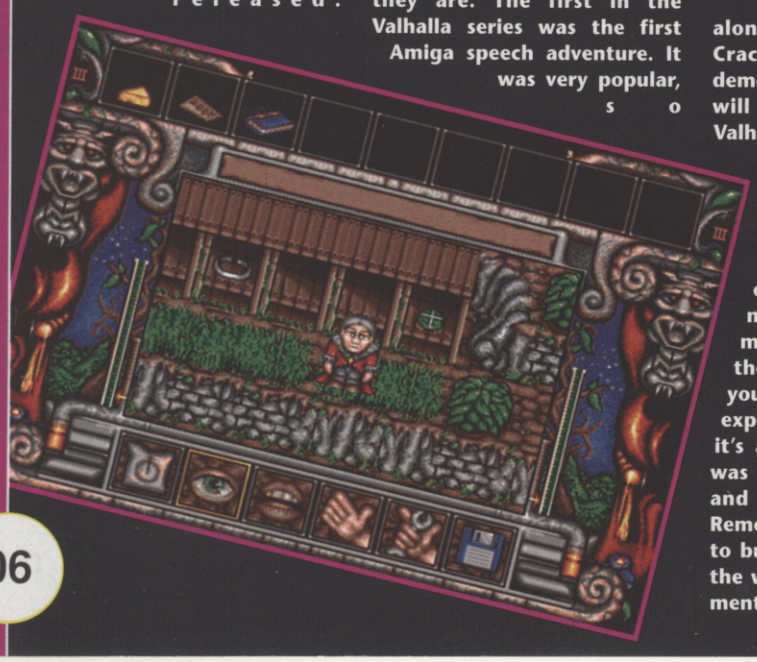
BOOT SECTOR

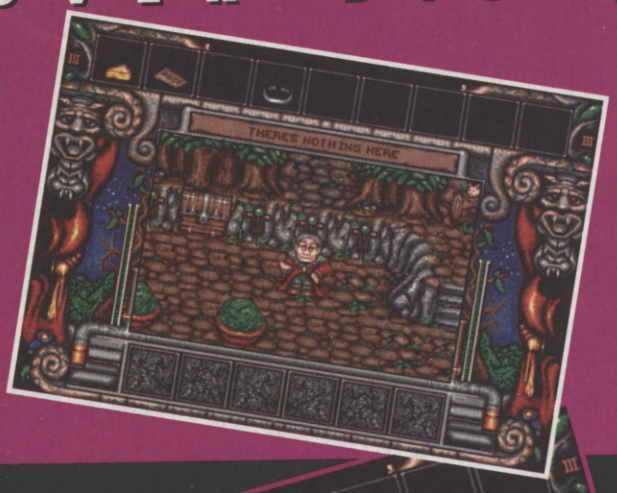
VALHALLA : BEFORE THE WAR

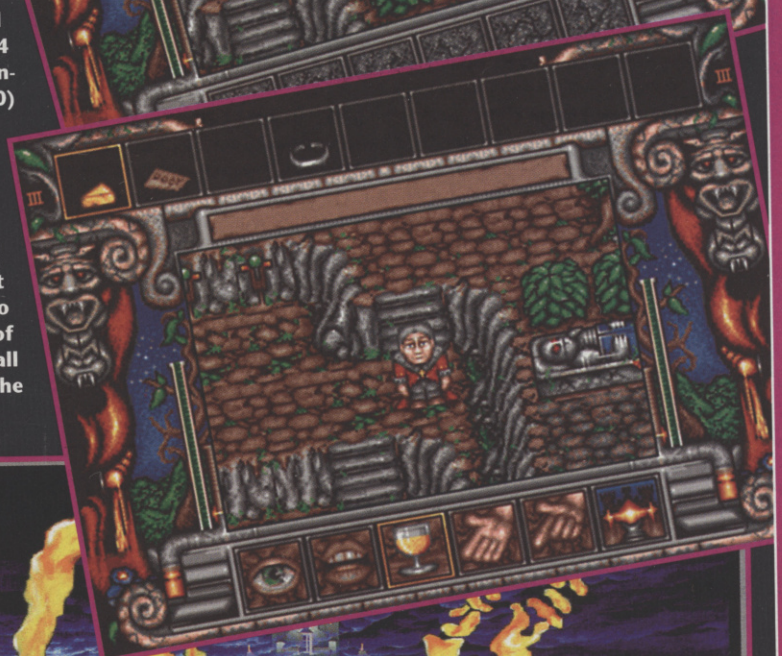
VULCAN SOFTWARE



This month we are bringing you a demo of a game that is actually quite old. Is there a reason for this? Well yes. Firstly we have never run this Demo before. Well certainly not since I've been here. Secondly there is a follow up to this game about to be released. Therefor by giving you a demo of the last instalment you might get some idea of what there is in store. Valhalla, Before The War, was the second in the Valhalla series. It is of course from Vulcan Software. And what a cracking little company they are. The first in the Valhalla series was the first Amiga speech adventure. It was very popular, so Valhalla before the war came along as it's follow up. Cracking! And here's the demo. Later in this issue you will find a full preview of Valhalla and The Fortress Of Eve. This is to be the third instalment, and it's looking very good so far. In the preview I'll fill you in on all the improvements that Vulcan have made, but the demo of the last game should give you some idea of what to expect. Personally I think it's a load of fun and If I was you I'd stop reading and start playing. Remember it is still possible to buy both Valhalla before the war and the first instalment from Vulcan. They are both part of the very well priced "Mini Series". The screen shots that you are on these pages are from the Dungeon level of the game. This might not be the level of the game you get on the demo, but this is what you would have if you owned the whole game!







LOADING

We still have our rather simplified loading procedure and this month as we have the game all on one disk it's even easier, no insert disk two prompts to follow. All you have to do is stick the disk in it's slot and then it'll simply work. Easy isn't it? The Valhalla Before The War Demo Is Self Booting so you should have no problems.

CONDITIONS

During the production of our cover disc, we constantly check to ensure that the quality of the disc meets our readers requirements. Whilst discs are checked for virus's, may we point out it is the readers responsibility to virus test the product prior to installation. Similarly prior to instalment, you should check the shutter of the disc, to ensure that it has not been damaged in transit. This is best done by gently sliding the shutter to the left and allowing it to spring back. Please note that neither The One Amiga nor Maverick Magazines can be deemed liable for any problem arising from the use of the discs. Installation or running any of the programmes on the disc indicates your agreement to this condition.

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In the unlikely event your disc is damaged or simply doesn't run please return it to the duplicator, Tib Plc, Tib House, 11 Edward Street, Bradford, BD4 7BH. (who may be contacted on 01274 736990) with a stamped addressed envelope and two 25p stamps. Where it is a duplication fault, the postage will be returned along with the replacement disc. Please note we do not carry stocks of replacement discs and all returns must go to the address above.

THE CHAO

Another Sequel? Oh, that's OK, it's from The Bitmap Bros!

Only the other day I happened to be flicking through a copy of Games X, remember it? You know the games weekly that used to cover Amiga's, ST's and the early days of the Sega and Nintendo consoles. Maybe you don't remember. After all it was quite some time ago and despite the fact that it was at the time the bast games mag you could buy, it didn't last all that long. Anyway, I was flicking through this old copy of Games X and I chanced upon a preview for The Chaos Engine. It was a shining piece of writing proclaiming The Chaos Engine to be wonderful, and quite frankly, it was! Developed by the Bitmap Bros it was always going to be a good game. Lets face it they've provided us with some corkers in the past, of which Chaos Engine is only one. One complaint I have heard of them, is the fact that they take so long to develop a game. The complaint came from a games journo working on a sister mag, and quite frankly I was shocked! Surely he must realise that to produce games of such a consistently high standard, you have to spend quite some time in development. Well this is certainly true of the Bitmap Bros. At last though, the long awaited sequel to The Chaos Engine is close to completion. Imaginatively titled The Chaos Engine Two, this is a true sequel that takes all the ingredients that made Chaos Engine an award winning game, and adds a touch of modern technology and gaming ideas to create a potential masterpiece of gaming artistry. Who else but the Bitmap Bros could provide us with such a game to look forward to this Summer. What really will excite some of you out there is the fact that this game will run on an A5/600 with "1 MB of memory or upwards". This means that two of the games previewed in this issue are going to be available to you guys and girls with A500s. Amazing or what!

So then, The Chaos Engine Two. We know it's going to be good, Well come on, It is from the Bitmap Bros, and it is the sequel to one of the finest games that the Amiga once saw. However what exactly will it offer us. Well if you're

OS ENGINE 2

still unsure of exactly what this game is all about, let me put you out of your misery. This is, and I quote, "A true thinking man's shoot'em up..." now that doesn't make much sense to me, surely the two can't possibly go together. They go on to explain that it... "...requires brains as well as brawn!". It seems that this shoot'em up also involves some serious puzzles, keys that need to be found, and use your cunning to trick the hideous creatures that you come up against. Of course this will have to be combined with lightening fast reactions and serious shooting skills to create a full gaming experience.

There will be a one player full screen, or a split screen using artificial intelligence for the computer controlled character. There will also be a split screen for two player mode where you will be able to go head to head with your friends. The game will be set in four different time periods. As you would expect, each of these four time periods will have their own graphics. This game will be set in "AN overhead 3-D interactive landscape" and there will be a "vast" range of special powers including such wonderful things as teleporters, booby traps and invisibility. It's to be published by Warner Interactive, and should be released in the 2nd/3rd quarter of this year.

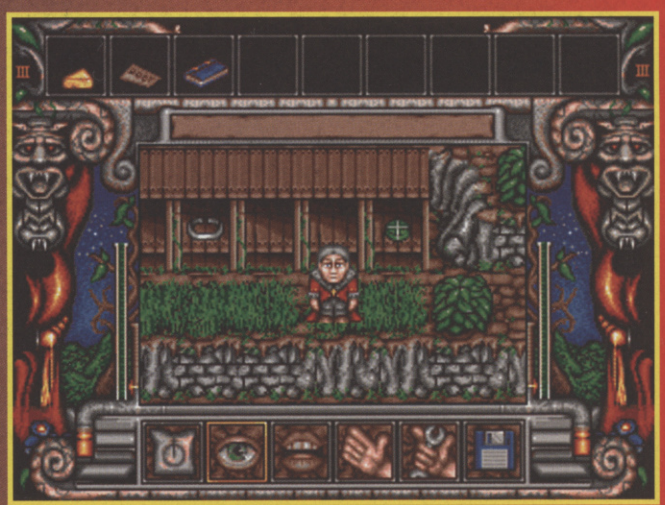
VALHALL

Another Sequel? Oh, that's OK, it's from Vulcan Software!

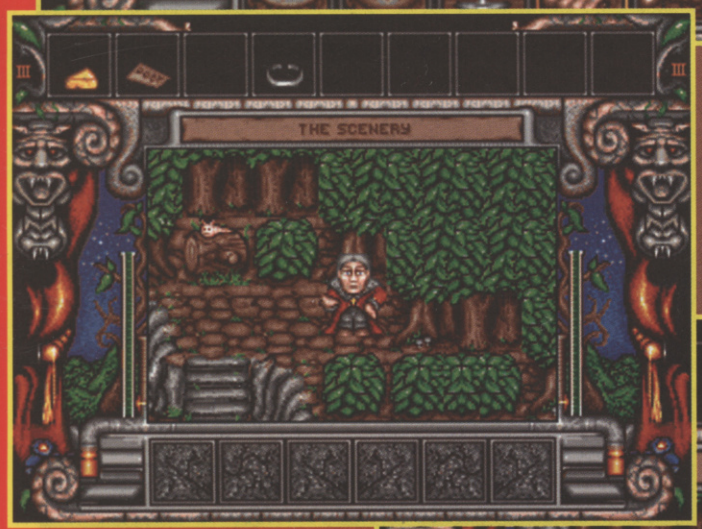
Personally I think Vulcan Software are brilliant. Is this because I went to the same university as them? , or is it the fact that they make great games for the Amiga when so many Software houses have waved the white flag and headed off to do battle in the much more profitable world of PC and next Gen consoles. I think it's due to the high quality of their stunning games, and the amazing value for money that their superb mini series represents. The mini series includes such greats as the Time Keepers games and the Valhalla games! Now though, there is to be a third Valhalla game. It is Valhalla and The Fortress Of Eve, and I've spent most of the last two days playing the preview version I have. Vulcan have promised me that this is not the finished version, there are apparently many tweaks and improvements to be made to this stunning game. Well let me just say this, it's already brilliant! Tweaks and adjustments will only make it even better.

Well in this latest instalment of the game the little prince has grown up and is looking for a wife. The intro animation makes this quite clear,, with the amusing little chap explaining that he has reached the age where he has started to "notice" girls. This is not going to be easy as all the poor little lasses seem to have disappeared, kidnapped it seems by some evil witch. By the look of his grin in the intro animation, I'd say it's more likely that their fathers have locked them away to keep them out of harms way. Where ever they are he's a man on a mission and he seriously wants a wife! Look out girls, here he comes.

The Valhalla games are overhead adventure games that have been remarkably good fun. This has every reason to be just as good if not better, well it does come from a very good background. Here is what the game will offer that is new. Firstly there will be a different viewing screen. Also the game will be mouse driven, This I'm not entirely sure about but we'll have to wait for the final version to pass judgement. The mini map will be more detailed and will be scrollable. There will be "sur-



LA & THE FORTRESS OF EVE



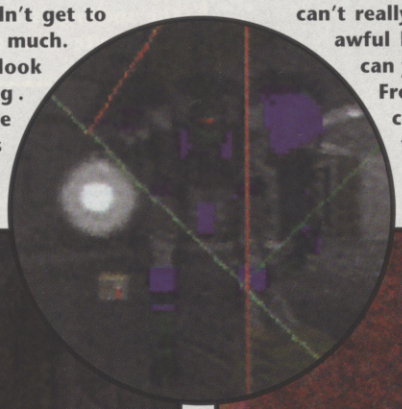
face intelligent foot steps". This means that they will sound different depending on what type of surface you are walking on. There will be a light of Valhalla help icon, where ghosts of Valhalla past will offer advice on objects if they can. The puzzles will also be more difficult than in the past.

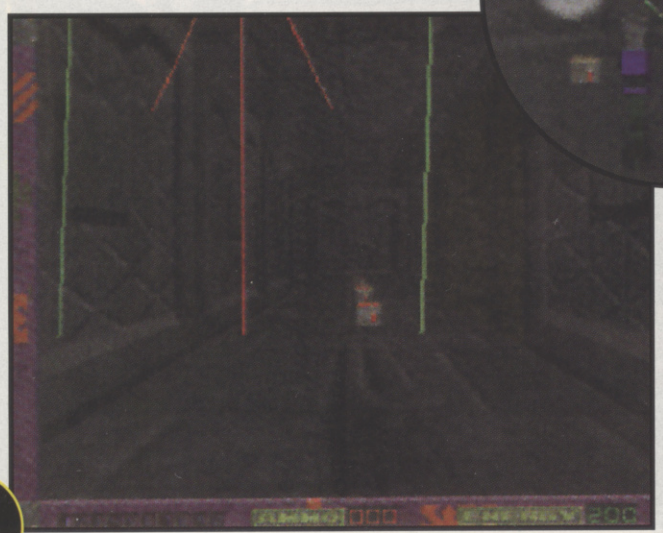
The game will run on all Amigas so you guys and girls who still have 500/+ will also get a look in to a good game. (that must come as something of a shock). It will be a big game, turning up on six discs and having four levels! There will also be a thousand word vocabulary, however if you are hard of hearing fear not, there will be a text option and all the spelling is being checked as I write this. It should be priced at a very reasonable sounding £17.99, and hopefully it'll be out for June the first, these things always seem to get put back, initially it was to be April. We will bring you a full review as soon as we get our hands on a the finished version! So until then you'll have to make do with the demo from the last game in the series, Valhalla Before The War!

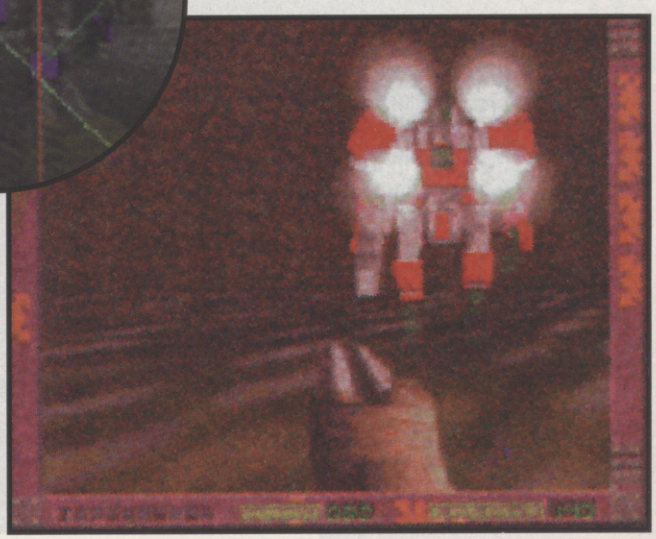
ALIEN BREED 3D 2

Another Sequel? Oh, that's OK, it's from Team 17!

A wise man once said that a sequel is never as good as the original, or did he? If this is the case then you might as well trade your Amiga in for half a tin of baked beans and an old nail and be done with it. This issue is sequel mad, and so far all of them look set to be improvements on the original. Now it is the turn of Alien Breed 3D 2, to get the full preview treatment. So then what's it like? Well it's a bit hard to say really, I've only played a demo of it. It seemed very good indeed, butI was rather limited in the weapons dept and I didn't get to see as many aliens as I'd have liked to. I did like the swanky see through map that keeps you informed of your position without disturbing your view of the action. You can also look up and down, very impressive! The lighting also looked rather nice. Infact it was very pretty indeed what with all the ripply looking water and nasty aliens. There will be a level editor and other such niceties but for the moment the demo was pretty limited. The demo of the first Alien Breed game was, as I remember it, quite different to the finished product. This may also be the case here. Personally I liked what I saw, though I didn't get to see all that much. It does look promising. There are additions such as the map that will doubtless improve the original. however there are in the demo I played, a lack of weapons and aliens. What you must however bear in mind is the fact that this was a demo of an unfinished game. You can't really expect an awful lot from it, can you? From what I could tell the game will answer all the criticisms that were levelled at the original, not that there were that many. This surely means that it will be an improvement! Well it would be nice to see. I can't wait to get my hands on a finished version as I rather believe in Team 17's ability to produce the goods. So until next issue where we should have a full review, see ya!







SLAMTILT

As you may already know, Slam Tilt is quite simply the best Pinball game ever to be seen on the Amiga, well we here at the One reckon so! In the next three pages we are going to take you on a little guide to three of the tables in this stunning four table game. I'd like to give you a guide to all four of the tables but unfortunately I simply don't have the room. Three will have to

SKILL SHOTS
Shoot the left ramp immediately and get 10,000,000 points.

MULTI BONUSES
By shooting the skull ramp you light the skull multiplying bonuses from hitting targets.

KICKBACK
Light three mermaids to enable right kickback.

RAMP COMBOS
Simply shoot ramps quickly in succession.

PIRHANA POPS
Hit the Pirhanna targets repeatedly and this will increase the jet bumper value.

THE MERMAID BALL-TRAP
Shoot the Mermaid ball trap and get the mermaid bonus. This can be advanced.

MAGNASAVER
The magnasaver is enabled by hitting the two small grey targets and then the right ball trap. To enable it use the left shift button.

THE MAGNATABLE
The flippers control the magnets under the red lights, you must balance a ball there to collect an award.

THE ADVENTURES
These are the following modes. to enable them shoot the right ramp, and then the top left ramp. To scroll through them hit the jet bumpers.

WALK THE PLANK
Simply send a ball up every ramp to put out the lamps and free yourself.

SWORD FIGHT MODE
Shoot at any lit ramp or ball trap.

TREASURE DIVE MODE
Again shoot any lit ramps or ball traps to eventually reach the treasure, the speed you advance can be increased by shooting any ball traps, bumper or drop target.

MONKEY BUSINESS MODE
Shoot at the flashing lamps until you get your whole treasure map back and a bonus.

SHARK ATTACK MODE
Shoot any ramps, ball traps or targets to increase the distance between you and the chasing shark. Get to 34 seconds and get a bonus.

KNIFE THROWING MODE
Flipper keys are left and right and the return key is fire. This game is knife throwing on the score panel.

MULTIBALL MODES
The multiball mode is enabled by hitting the ship in the score panel with the sweeping cross hairs.

CROCODILE MULTIBALL
2 ball multiball. Hit any flashing jackpot lamp, advance their value by shooting the cave ball-trap.

STORM MULTIBALL
Same as Crocodile but three ball.

BATTLE MULTIBALL
Same as storm.

MUTINY MULTIBALL
Same as storm and battle only four ball.

TREASURE ISLAND MODE
4 ball multiball, same as others except you can enable super jackpot by hitting top ball trap, after collecting a jackpot.

SLAMTILT

SKILL SHOTS
Shoot the right ramp immediately to advance skill shot value and get 10,000,000.

MULTI BONUSES
Shoot three weapons lamps and get next bonus multiplier. This increases scores as you hit most targets and bumpers.

KICKBACK
Light up the four grey lamps to enable kick back in side lanes.

RAMP COMBOS
Shoot ramps in quick succession

MAGNASAVER
Enabled by lighting all three weapon lamps. To use it simply press right shift key.

LANE CHANGER
Change balls direction when it is in the ship on the loop by hitting shift key.

MULTIBALL MODE
Shoot three balls into top ball trap. Then shoot ball into airlock ball trap.

THE MISSION MODES
There are four missions enabled by shooting the space station ball trap. Then shoot the ramp bearing the missions name.

ASTEROID MISSION
Shoot either the space station ball trap, the top ball trap, the mode ball trap or the airlock ball trap.

SPACE RACE MISSION
Shoot any lit ramp or ball trap. Shoot top ball trap to jump to first position. Get to a position above five, the higher the better and shoot the loop.

HACK THE NET MISSION
Just shoot all the flashing ramps!

BLAM! MISSION
Same as hack the net.

MODES
To change them shoot jet bumpers and to enable shoot the Blam! Ramp.

ALIEN ATTACK MODE
3 ball multi ball. Shoot any lit ramp. Try and shoot all ramps.

LIGHT SABRE MODE
Shoot any ramps, jet bumpers and targets to get the score at the top right of score panel right down.

DEATH PLANET MODE
Played on score panel, use flippers to guide ship left and right to get through tunnels.

WALKER MODE
2 Ball multiball mode. Use sight on score panel to shoot walkers and then second ball appears, get it in mode ball trap and start again!

SPEED BIKES MODE
Shoot left ramp or Blam ramp depending on where target is on score screen.

FINAL MODE
4 Ball multi ball. Shoot any ramp and blow up a planet!

SLAMTILT

MULTI BONUSES
Light three "6" lamps.

KICKBACK
Light three skull lamps in left lane

THE CLOCK TOWER
Hit all five right hand targets.

CLOCK TOWER MULTIBALL
Shoot clock tower ball trap three times to light the three green clock lamps and start the clock tower three ball multiball.. Shoot flashing ramps.

SPIRIT MODES
Four Spirit Modes.

ZOMBIE ZONE MODE
shoot any ramp with a flashing yellow light. Shoot all ball traps and moon targets and right hand targets or jet and kicker bumpers to increase score of ramps.

WITCHCRAFT MODE
Aim for ramps add ball traps, a strange magnet will make it hard.

TWICE PAIN MODE
2 ball multiball. Shoot tower, wolf and ball traps, and top ball trap and ramps!

EXTERMINATE VAMPIRES MODE
Shoot ramps with yellow flashing lights.

WOLF MODES
Three wolf modes.

ESCAPE FROM THE MEGA MUTANT MEATBALL MODE
Shoot any targets, ramps or ball traps to run faster. Try and put 33 seconds between you and the meatball.

GRAVE DIGGER MODE
Shoot all ramps with yellow flashing lights.

BAT BUTCHER MODE
Shoot the ramp with the yellow lamp, be quick!

VIDEO MODES
Two video modes.

WEREWOLF VIDEO MODE
Shoot Wolf ball trap to enable. Then hit flippers as fast as possible.

NO BRAIN NO PAIN VIDEO MODE
Shoot ball into top ball trap.

HERE ARE A FEW CHEATS FOR YOU

Whilst the table is scrolling up and down type in the following words for the following effects.

SMILE
-Creates a smiley face on the ball. It smiles near the top and sulks near the bottom.

RADIOACTIVE -This will change the colour scheme. Try it more than once.

STONED
-There will be a moving magnet under the table!

WIPEOUT
-This will reset all the scores to zero.

ARCADE ACTION -This will simply put you straight to the score board frenzied arcade sections.

LIVERPOOL '95

THE OFFICIAL YEARBOOK OF THE 1994-1995 SEASON

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Liverpool Football Club have had a superb 1994-'95 season which has seen glory return to Anfield in the form of the Coca-Cola Cup. The season also saw The Reds fighting for top honours in the Premiership, and by virtue of their cup win they are now set for a return to top-flight European competition.

Oxford International Publications is proud to announce the launch of its 1994–'95 Liverpool Football Club Yearbook, featuring over 150 stunning colour photographs depicting the most important and spectacular moments of Liverpool Football Club's 1994–'95 season. The team's progress through the season is captured in month-by-month chapters with concise written accounts of the key events and brought to life in page after page of vivid imagery. Chapters covering Liverpool's star players and a comprehensive set of match statistics complete what is the definitive record of the club's season.

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